

Gay Rogers
Vaughn Middle School
Dragons, Pirates, Monsters Game

OVERVIEW

This activity is a game that will reinforce a latitude and longitude lesson.

CONNECTION TO CURRICULUM

Social Studies, science

GRADE LEVEL 5-12

TIME REQUIRED TO TEACH - 15-20 minutes

MATERIALS

Overhead projector
game boards

overhead of game board
markers

OBJECTIVES - Students will be able:

1. To work with a partner
2. To learn the directions latitude and longitude measure.
3. To have fun!

PROCEDURE

A INTRODUCTION

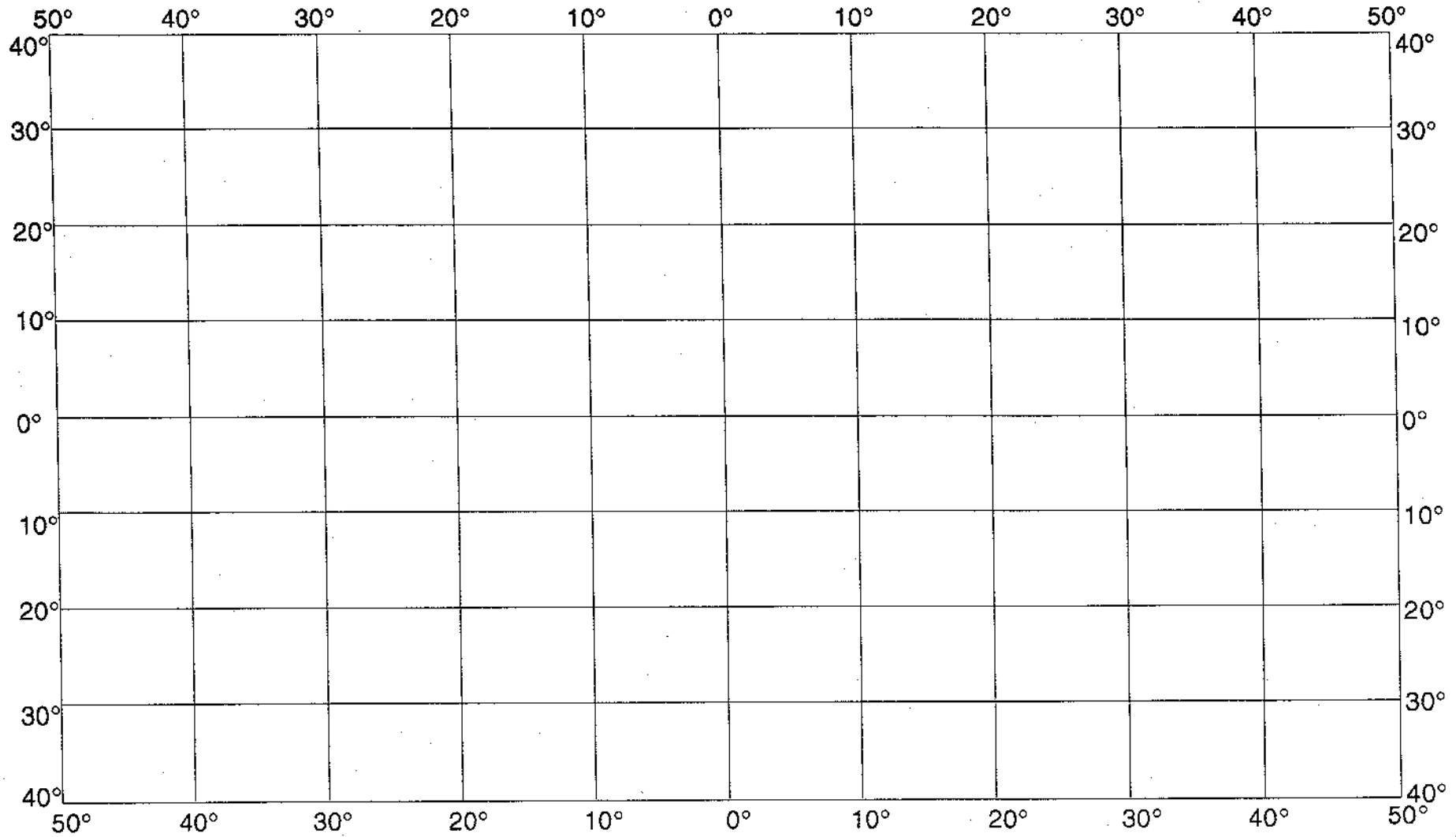
1. Using the overhead game board ask a student to mark a specific degree given by the teacher on the board.
2. Ask class if that student is correct.
3. Pass pen to another student repeat steps 1 and 2.
4. Change procedure by having students give degree.

B. Game

1. Explain game rules using overhead game board.
 - a. Mark 2-3 dragons, pirates and monsters on a specific degree on the game board.
 - b. Partner will try to guess marks by calling out degrees. Caller should mark positions called so they are not repeated.
 - c. After practice on the overhead, each student marks his own board with 3 dragons, pirates and monsters. Do not allow opponent to see marks, put a barrier between each board.
 - d. Players take turns calling degrees. If a mark is hit the player continues to call until he misses.
 - e. Player becomes winner when all of opponent's marks are hit.

(Adapted from "Battle Ship" game)

WORLD BATTLESHIP



Dragons 

Pirates 

Monsters 